

LEGO Rock Raiders

27/1/00

Developer: Data Design
External Design: Game World Seven

Platform: PSX NTSC

Beta Date: 4/2/00
Master Date: 3/3/00

Data Design

Finished Code Additions

Character Paths

Character Paths have been configured for each creature.

Level Deformation

Lava erosion is complete.

Dynamite

New Dynamite icons have been created for the new feature of laying a fuse which breaks after a set distance, allowing the user to collect it again.

Floating Platform GFX

New Floating Platform GFX have been drawn. These are currently Square shaped and rotate around corners. They are going to be changed to Hexagons (Personally I don't think the rotating looks right, but I'll leave it open for others to comment on.)

Feature Complete Level Editor

The Level Editor is now fully complete.

Pre-defined Character Selection

This is required for the five, character specific, training levels. Not yet implemented.

Comment [SG1]: This is done.

Drive over Creatures

It was decided that the large vehicles should be able to drive over creatures, stunning them in a similar fashion to the Freeze Gun. When the creatures are stunned, there is a comic squelch noise and stars spin around the creatures heads.

Unfinished Code Additions

Re-Spawn

Re-spawn has yet to be done but will allow the Editor to set Collectibles to re-appear after a brief period.

Comment [SG2]: This is now done.

Enlarge the Mission Briefing Window.

DD are making the briefing more entertaining.

Ice Crystals smashed by Bulldozer

This has a similar effect to smashing the webs except the columns will shatter.

Comment [SG3]: This is another new feature that we have decided to add, it may not be complete by the deadline, but we liked the idea.

Jump Collectible GFX

Blue crystals are currently being used which need to be changed, as they don't fit the Crystal reward theme.

Crystal Seams

Crystal Seams have yet to be done.

Mini Rockwhale

A Mini Rockwhale is being drawn for the player to ride the back of. Not yet complete.

Archways

This will provide a more interesting environment. Not yet implemented.

Loading Optimisation

The Loading is currently quite slow and DD are looking into optimising it. They are also planning to improve the Visual quality of the loading screen to make it more interesting.

Comment [SG4]: Rock Whales were a suggestion for platform appearance, they might not be in for the deadline, and if platforms don't turn then they will appear wrong., and they may look wrong if they don't animate.

Comment [SG5]: Archways will improve the 3D look of the level and add more variety. It is a new feature that we thought of before the code deadline was introduced, so it may not be able to be implemented by the deadline.

A code freeze has been agreed for Wednesday 2nd Feb that means no more additions can be made to the code. Bug fixing and gameplay tweaking will be the focus after Wednesday.

Game World Seven

Levels 1-20 have been built.

Levels 1-6 have been designed as the Training Levels and are now complete.

2 Medium Levels have also been completed.

GW7 now have the feature complete editor and have been adding the finishing touches to the early levels.

Levels 1-22 have been designed.

The designs have been approved and have been forwarded to SCEA for commentary.

The deliverables are to continue as originally planned and there will be no change to the schedule. There may be interim deliverables where minor updates are made which will be delivered to Data Design before they are forwarded to LMI.

To clarify the definitions of 'built' and 'polished', a built level will contain the core puzzles and concepts, and the polishing involves populating the levels to balance the game play. The levels will continue to be tweaked until the end of the project but almost all the content will be in place by Beta.

The next deliverable is expected on Friday 4th Feb and will have Levels 1-16 Polished, and Levels 21 and 24 Built.

LEGO QA

QA have received the Source Code that will be used to create builds in house.

All material from Data Design will now be delivered through FTP, once the site has been set up.

Comment [SG6]: We still need all the details to be able to use the FTP site.

QA need to choose the best six 2-Player Levels from the original version, just in case more levels are required by SCEA.

DD would like particular attention paid to the Creature AI to ensure it does not cause any adverse effects.

Misc.

The US office is expecting to use the same Manual content as that used in the UK. The content needs to be checked to confirm that any code changes have not had any effect. If changes are required they will need to be made soon.

GW7 have suggested that maps are added to the Manual for the training levels.

The current Build has been sent to SCEA for evaluation. The official pre-submission will be sent on Friday 4th Feb.

Comment [SG7]:

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The content has changed. There are new features, items and objects, and how they work and how some existing items work has changed. The manual needs a substantial change. Would you like us to re-design it for you? Whom do we contact?